Noa Segal

Narrative Designer

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Summary

Narrative designer, game writer, and project manager for digital games, interactive fiction, TTRPGs, and immersive theatrical puzzles.

Experience

TITHE: a Folk Horror Dating Sim   January 2024 - present
Narrative Designer, Producer, Writer, Programmer
🔗 https://segaln17.itch.io/tithe

Dating sim utilizing experimental audio design to explore a town on the verge of being consumed by the woods. Wrote and designed the fey romanceable character solo. Demo launched on itch.io in May 2024.

Mantaofu by 11W Studio   October 2024
Localization Writer

Wrote and edited the English localization for the forthcoming demo of *Mantaofu*, a turn-based RPG using a circular, pinball-esque battlefield.

NYU Game Center   September 2024 - present
Teaching Assistant   Brooklyn, NY

Graded student academic work for "Introduction to Game Studies" and co-taught recitation.

Shakespeare & Co.   August 2022 - September 2024
Bookseller   New York, NY

Recommended books to customers, organized and curated inventory. Reviewed advanced copies of books for publishers.

Freelance; Hex & Company   September 2017 - present
Game Master and Writer   New York, NY and virtual

Wrote and facilitated homebrew campaigns using *D&D 5e, Troika*, and *Powered by the Apocalypse* systems. Designed narrative systems, NPC interactions, and flexible gameplay mechanics, and managed groups of 6-7 players.

Selected Projects

Lethe   September 2024 - October 2024
Narrative Designer, Writer, Programmer
🔗 https://segaln17.itch.io/lethe

Text adventure game about recovering memories of lost loved ones in a magical realist museum installation, developed in Inform 7.

Moth Simulator   October 2023
Programmer, Writer, Artist
🔗 https://segaln17.itch.io/moth-simulator

Mouse-movement-only 2D game simulating a moth's attraction to light, developed solo in Gamemaker.

Dark Forest   November 2022
Writer, Narrative Designer
🔗 https://segaln17.itch.io/dark-forest

Branching-choice horror game following a child facing an unfathomable monster at a mountain resort, built in Twine, developed solo.

Publications

"The Long Commute," published in Games for a Rainy Day   April 2024
TXTbooks

Solo journaling TTRPG written to be played on public transit and published as part of the *Games For A Rainy Day* collection in April 2024.

Skills and Tools

Dramatic Writing	Unity/C#	Inform 7
Project Management	Yarn Spinner, Ink, Twine	Rapid Prototyping

Education

New York University, Tisch School of the Arts   August 2023 - present
Game Design   Master's of Fine Arts
4.0 GPA

Oberlin College   August 2017 - May 2021
History and Creative Writing   Bachelor of Arts, High Honors in History

Interests

Folklore and fairytale horror, bugs, environmental storytelling, dialogue design